PlayStation

NTSC U/C

PlayStation

TEEN

T

CONTENT RATED BY ESRB

SLUS-00892
00908~00910

**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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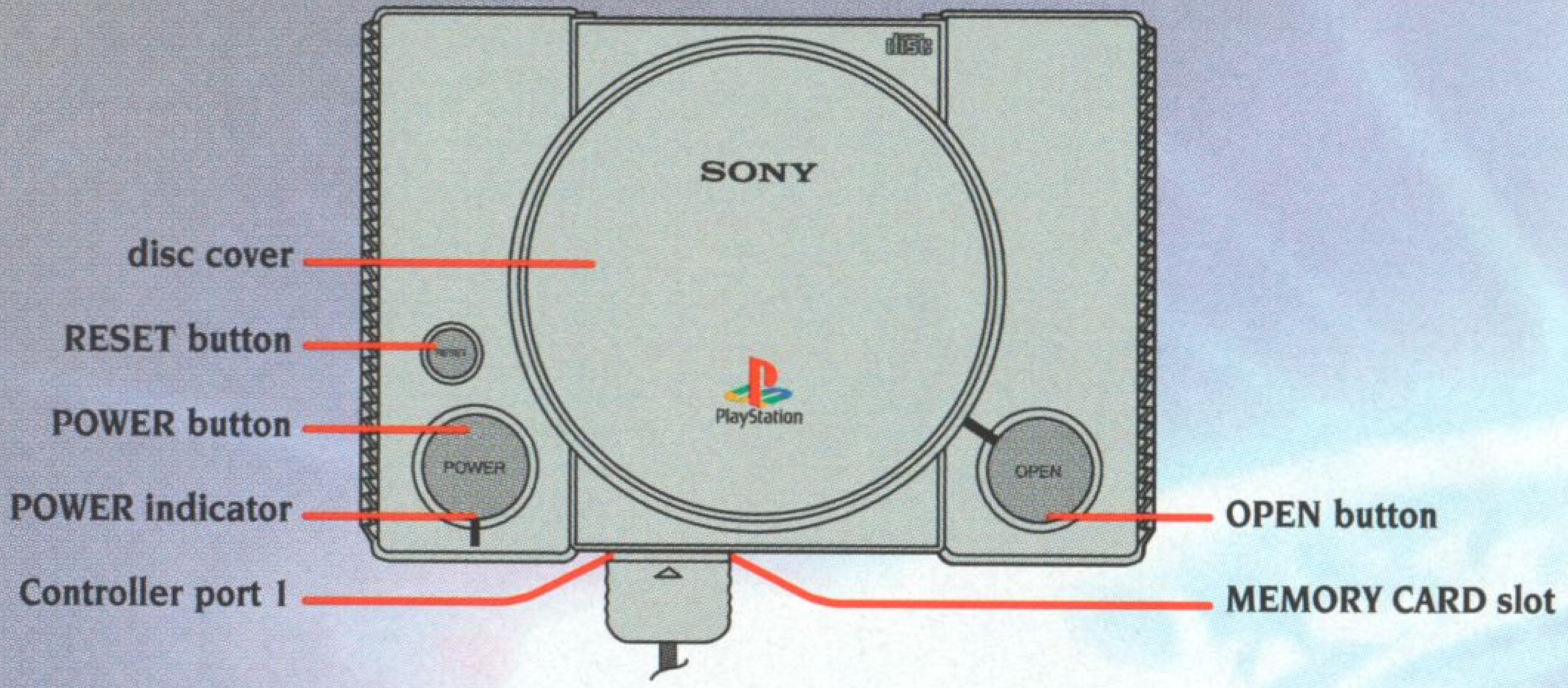
*The checkered destinies of two men who repeatedly plunge their mighty souls into battle*

***NOTE: PocketStation™ personal game unit may not be available for purchase outside Japan.**

Important Note: Detailed information about the game can also be found in the study panel on Squall's desk located in the classroom on the second floor of Balamb Garden and in the Menu Screen under <Tutorial>.

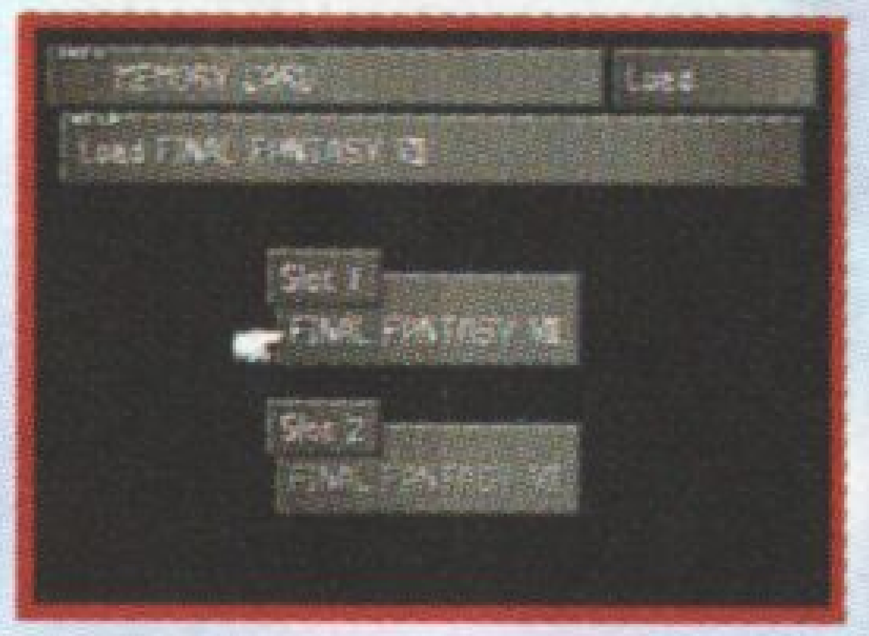
# GETTING STARTED




Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the FINAL FANTASY® VIII disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

## BEGINNING A NEW GAME

Press the ⊗ button at the Title Screen to enter the screen shown on the right. To start a new adventure, select <NEW GAME> using the directional button and press the ⊗ button.



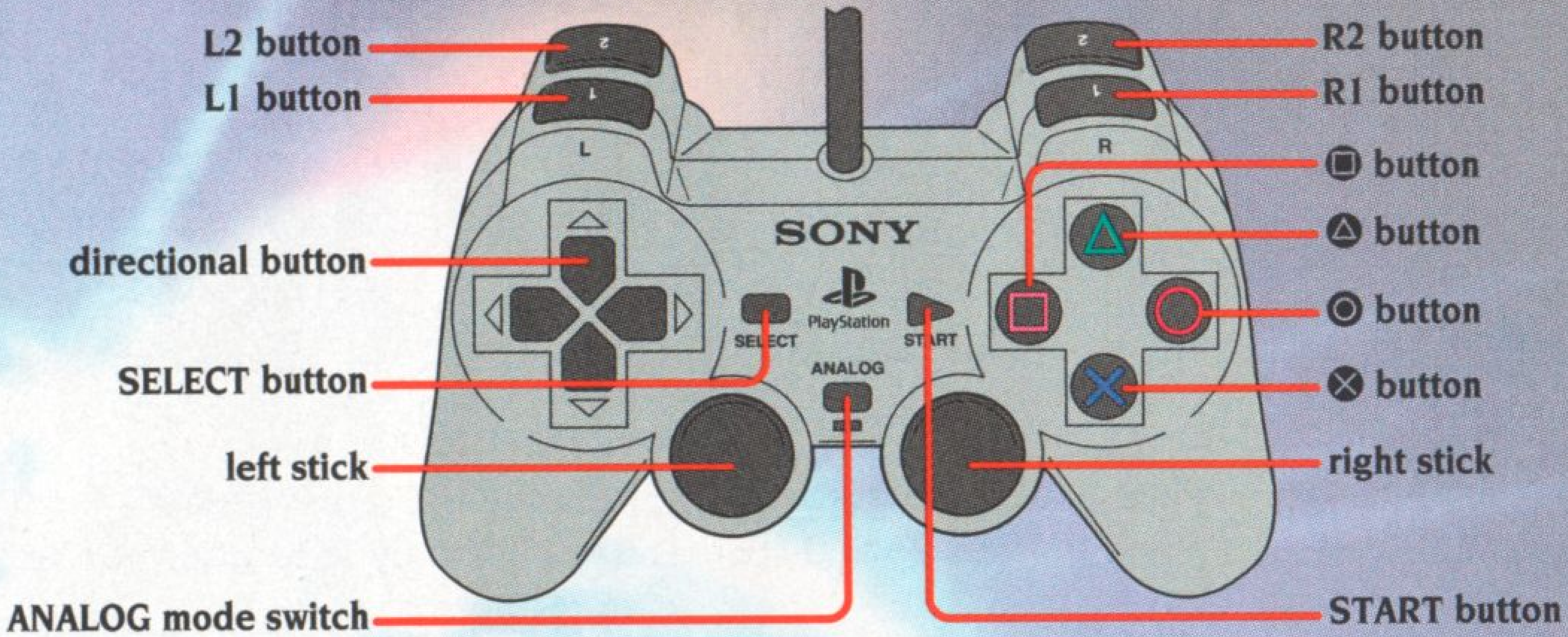
## CONTINUE GAME FROM SAVED DATA

To continue a game from Saved Data, select <Continue> and press the ⊗ button. When the screen shown on the right is displayed, select the MEMORY CARD slot using the directional button and press the ⊗ button. Select the file to be loaded with the directional button and press the ⊗ button again to execute.

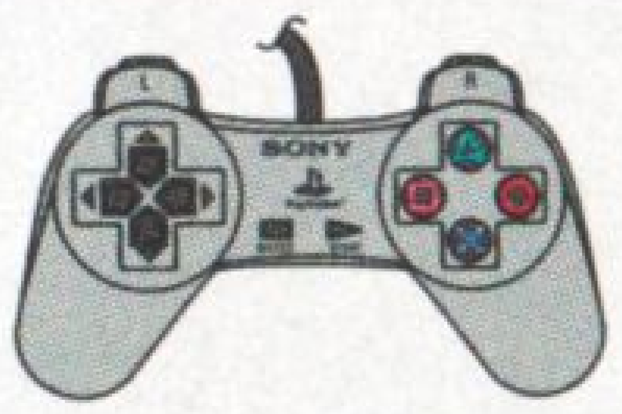
## CAUTION DURING DISC CHANGE

As the player progresses throughout the adventure, the <change DISC> display will appear on the screen. When changing DISCs, follow the instructions displayed on the screen without turning the power OFF.

# BASIC CONTROLS




- The Analog Joysticks may be used only when the LED light is ON.
- The Vibration Function may be used even if the LED display is OFF.



**NOTE:**

If your controller looks like this, please follow the digital instructions on the next pages.

# BASIC CONTROLS

## MENU SCREEN

| | |
|---|---|
| **directional button/left stick** | Move Cursor / Switch screens between Status Attack & Defense and Elemental Attack & Defense while in the Magic Junction Menu |
| **right stick** | Not Applicable |
| **START button** | Not Applicable |
| **○ button** | Not Applicable |
| **✕ button** | Execute / Open Status Windows in the Status Menu |
| **□ button** | Open Limit Break Screen (Applies only in Status Screen) |
| | Open Learned Abilities Screen (Applies only in Junction>GF Screen) |
| **△ button** | Cancel |
| **L1 button or R1 button** | Switch between corresponding character / GF. |
| **L2 button** | Not Applicable |
| **R2 button** | Not Applicable |

## FIELD SCREEN

| | |
|---|---|
| **directional button/left stick** | Move |
| **right stick** | Not Applicable |
| **START button** | Turn Vibration Function ON/OFF |
| **SELECT button** | Not Applicable |
| **○ button** | Open Menu Screen |
| **✕ button** | Talk / Execute Commands |
| **□ button** | Talk / Challenge to a Card Game |
| **△ button** | Cancel, Walk (when used with directional button or left stick) |
| **L1 button** | Not Applicable |
| **R1 button** | Not Applicable |
| **L2 button** | Not Applicable |
| **R2 button** | Not Applicable |

# BASIC CONTROLS 

## BATTLE SCREEN

| | |
|---|---|
| **directional button/left stick** | Move Cursor / Select Commands |
| **right stick** | Not Applicable |
| **START button** | Display help / Pause - Turn Vibration Function ON/OFF* |
| **SELECT button** | Hold down to hide battle info |
| **○ button** | Change to another active character |
| **✕ button** | Execute |
| **□ button** | Scroll status window when affected by status abnormalities / Increase GF's attack power while the SELECT button is held down |
| **△ button** | Cancel |
| **L1 button** | Turn ON/OFF Target window |
| **R1 button** | Trigger Squall's Gunblade |
| **L2 button + R2 button** | Escape (Press L2 + R2 buttons simultaneously) |

## WORLD MAP

| | |
|---|---|
| **directional button/left stick** | Move |
| **right stick** | Move Vehicles forward/backward |
| **START button** | Turn Vibration Function ON/OFF* |
| **SELECT button** | Toggle World Map display |
| **○ button** | Open Menu |
| **✕ button** | Get ON/OFF Vehicles** |
| **□ button** | Move Vehicles forward |
| **△ button** | Move Vehicles backward |
| **L1 button** | Turn camera angle counterclockwise |
| **R1 button** | Turn camera angle clockwise |
| **L2 button** | Not Applicable |
| **R2 button** | Change Point of View (POV) |

* Turning the Vibration Function ON/OFF can be done through the "Vibration Mode" setting in the Configuration Screen (see page 19).

** Refer to page 12 on how to operate vehicles.

- To restart the game without turning off the power, press the START button to pause the game, then press the L1, L2, R1, R2, SELECT, and START buttons simultaneously.

# PROLOGUE

At the forefront of a rising tide of violence brought on by Galbadia's war declaration is a SeeD cadet named Squall Leonhart. Serious to a fault, Squall has earned himself the reputation of being a lone wolf. A chance encounter with the free-spirited Rinoa Heartilly, however, turns his universe upside down. Having thrived on discipline, Squall finds Rinoa's carefree attitude fascinating. Yet there is no time to ponder these thoughts, for the job of dealing with the sorceress behind Galbadia's irrational hostility has fallen to SeeD and Squall.

In FINAL FANTASY VIII, the player will assume the roles of Squall and Laguna to advance the story.

At times, Squall is known to fall into a "dreamlike" state. It is during these periods that he encounters Laguna.

What destiny awaits these two characters?

At what point does the story between the two cross?

Who is Laguna...?

**Squall and Laguna; two men linked mysteriously by fate. The friends, rivals, and beautiful women whom they encounter all come together to create a striking and moving drama.**

## SQUALL LEONHART

Age: 17 Height: 5'8"

**The taciturn and reluctant hero**

A cadet in SeeD, the special combat unit of the Balamb Garden Military Academy. His aloof and anti-social behavior makes him appear selfish and lacking a sense of team unity. Squall dislikes having others involved in his affairs, and is best described as a lone wolf.

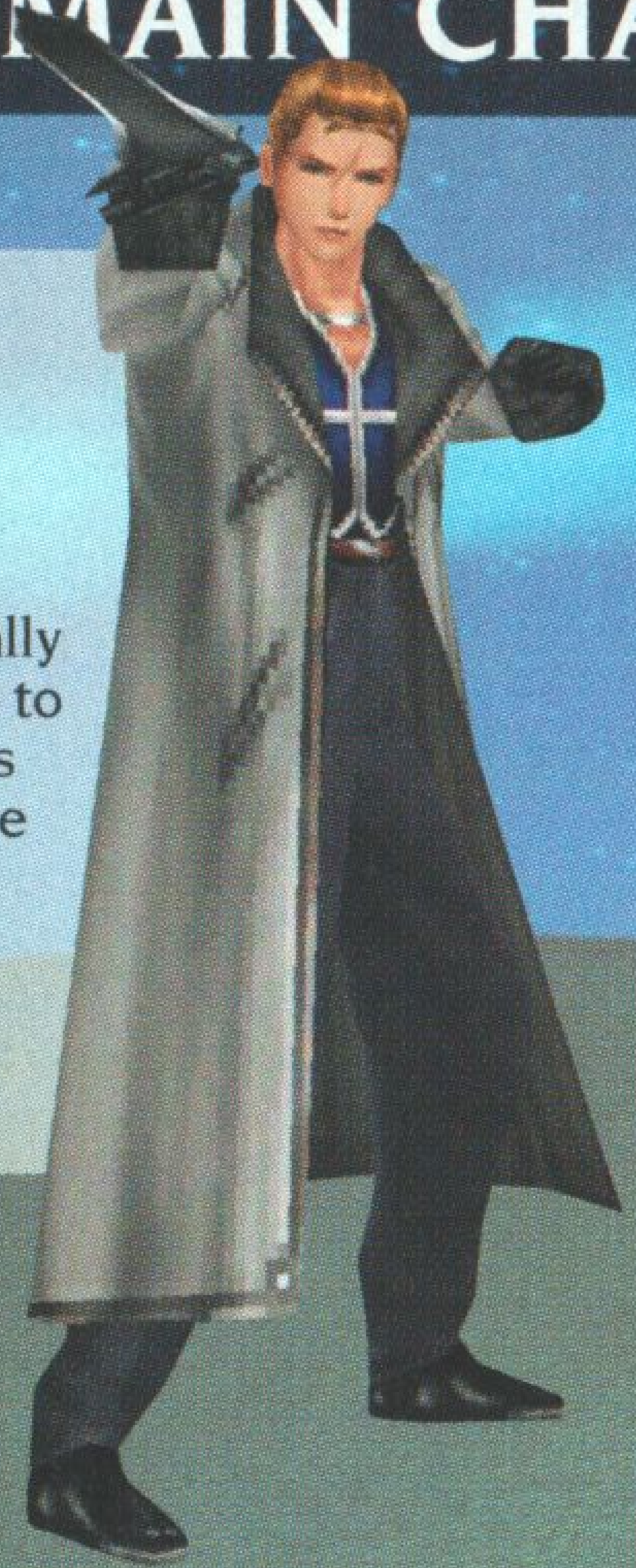
## LAGUNA LOIRE

Age: 27 Height: 5'9"

**A passionate man whose pen is truly mightier than the sword**

An ex-soldier turned journalist, Laguna is a strong willed man with amazing energy. His compassion for the unfortunate drives him to help the weak and bring down their oppressors. Using his writing as a mighty instrument of justice, he stands strong against the evils of the world.

# MAIN CHARACTERS



## SEIFER ALMASY

Age: 18 Height: 6'2"

**Squall's rival who causes havoc within Garden**

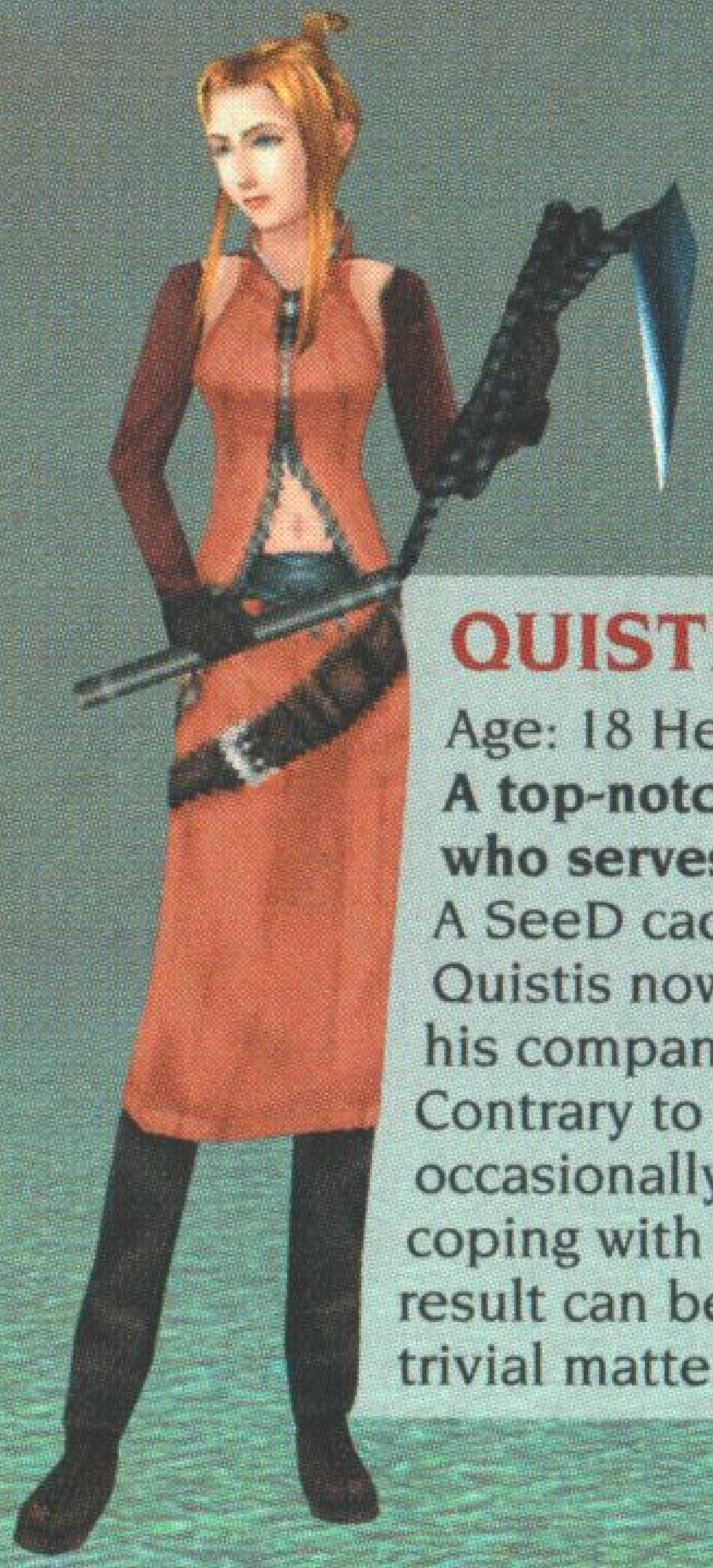
A candidate for SeeD. Although Seifer is a naturally gifted soldier, his inability to take orders and control his temper has earned him the label of "problematic". Although recognizing and praising Squall's abilities, Seifer regards him as his ultimate rival.

## RINOA HEARTILLY

Age: 17 Height: 5' 3 1/2"

**A beautiful, spirited young woman**

A lively individual with the ability to touch people's hearts. Open and honest with her feelings, she speaks her mind without reservation. Driven by her ambitions, she can be difficult at times.



## QUISTIS TREPE

Age: 18 Height: 5'6"

**A top-notch member of SeeD who serves as Squall's instructor**

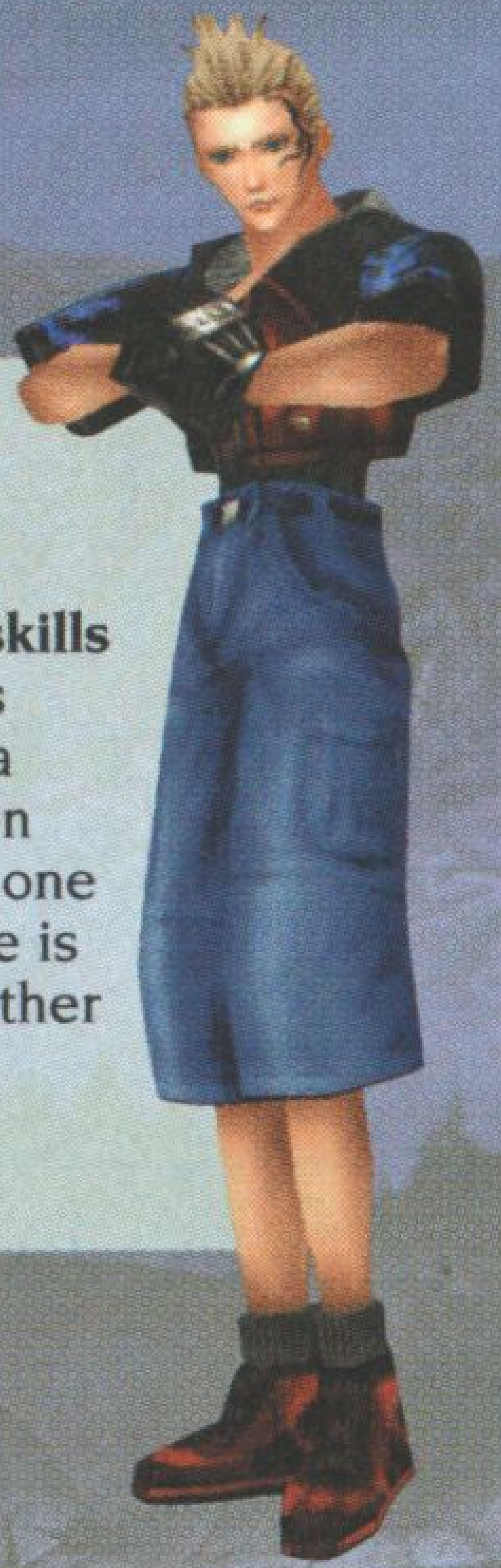
A SeeD cadet at the age of 15, Quistis now instructs Squall and his companions at Balamb Garden. Contrary to her cool exterior, she occasionally has a difficult time coping with frustration, and as a result can become depressed over trivial matters.

## SELPHIE TILMITT

Age: 17 Height: 5' 1 1/2"

**A spunky young woman with a carefree spirit**

Selphie seems out of place in a military academy because of her innocent appearance and light-hearted personality. Her happy-go-lucky disposition and laid-back attitude tend to catch others off guard.

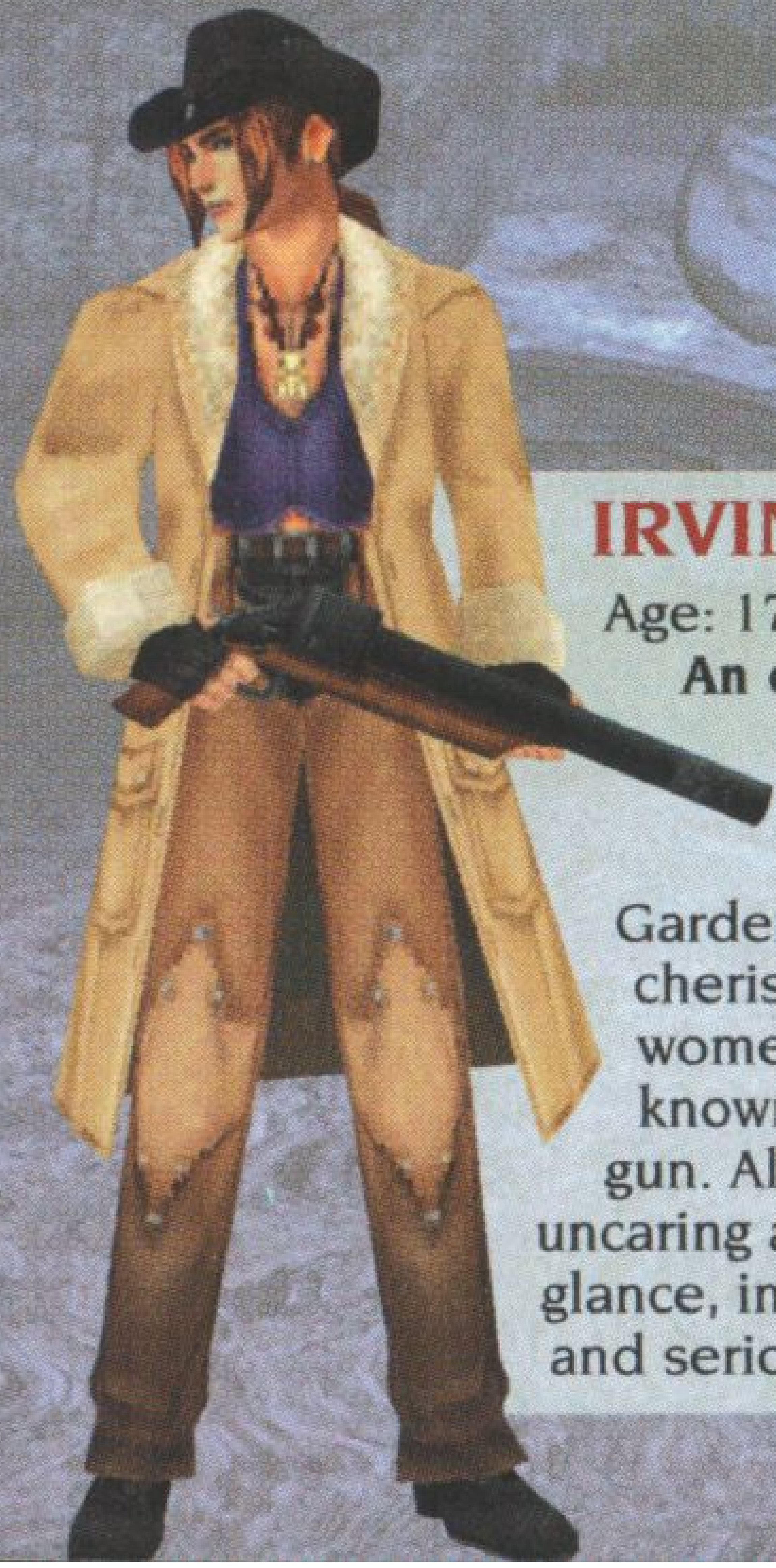


## ZELL DINCHT

Age: 17 Height: 5'5"

**A Garden Cadet with unsurpassed martial arts skills**

Aspiring to become like his grandfather who was once a soldier, Zell entered Garden at the age of 13. Not being one to think matters through, he is known to act on impulse rather than reasoning. At heart however, he is an honest, dedicated young man.



## IRVINE KINNEAS

Age: 17 Height: 6'0"

**An expert gunman and consummate lady's man**

Irvine is known as the "Best Shooter in Garden". His reputation for cherishing the company of women is almost as well known as his accuracy with a gun. Although he seems to be uncaring and frivolous at first glance, in reality he is sensitive and serious.

SIDE

# WORLD MAP SCREEN

A globe will be displayed on the bottom right of the World Map. For Squall and his party, the map is a helpful tool in confirming where they are while traveling across the world. On this map, a gunblade will be displayed. The gunblade is an indicator that shows where the player is located on the World Map and the direction in which the player is heading.

## VEHICLES ON THE WORLD MAP

As the player moves forward in the story, vehicles such as cars and spaceships will enable the player to move more freely across the world. The following operation applies to all vehicles in the game. Press the ⊗ button to get on or off a vehicle, press the ■ button to move forward, and press the △ button to move backwards. Press left or right on the directional button to determine the direction in which the vehicle will move. When using an Analog Controller (when the LED is lit), choose the direction with the left stick and move forward and backward with the right stick.

## ENTERING CHARACTER & GUARDIAN FORCE NAMES

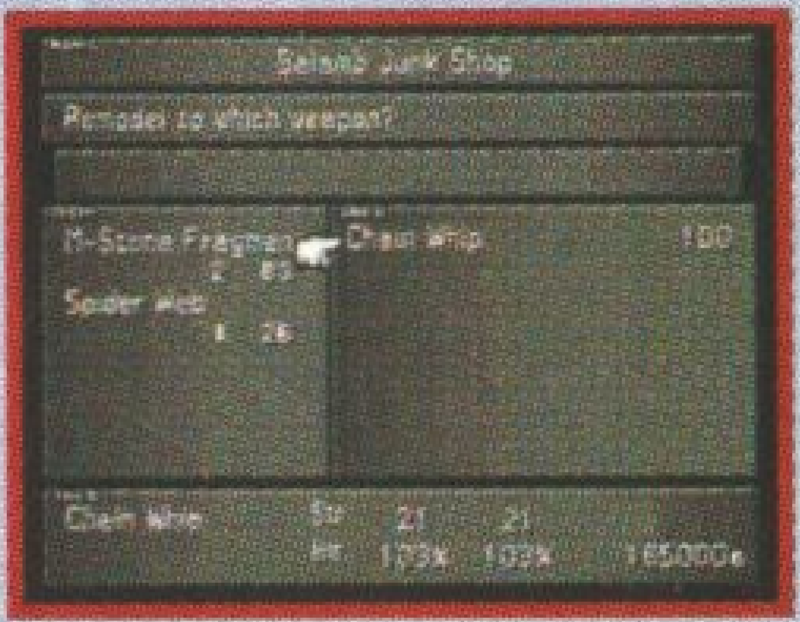
The Name Entering Screen shown on the right will be displayed for Squall when he comes under player control for the first time. It also appears when Squall meets new members of his party or obtains new Guardian Forces. To rename a character or Guardian Force, use the directional button to select a letter and press the ⊗ button to choose it (Press the △ button to delete). After the new name is entered, use the directional button to select <Confirm> and press the ⊗ button to complete the renaming process.

# 

It will be necessary to stop at cities to gather information and to use shops in order for the player to complete the game successfully. To speak to a character, press the ⊗ button. The party can also buy and sell useful items at shops located throughout the world (shop types are listed below).

| | |
|---|---|
| **Junk Shop** | Modify weapons and increase their power. Refer to "Modifying Weapons" described below. |
| **Shop** | Buy or sell items. |
| **Hotel** | Restores HP and removes Status Abnormalities for both characters and GFs by staying overnight. Saving is also possible at this location. |
| **Study Panel** | Gather various information related to the game. It would be best to use the study panel along with this instruction manual. |

## MODIFYING WEAPONS



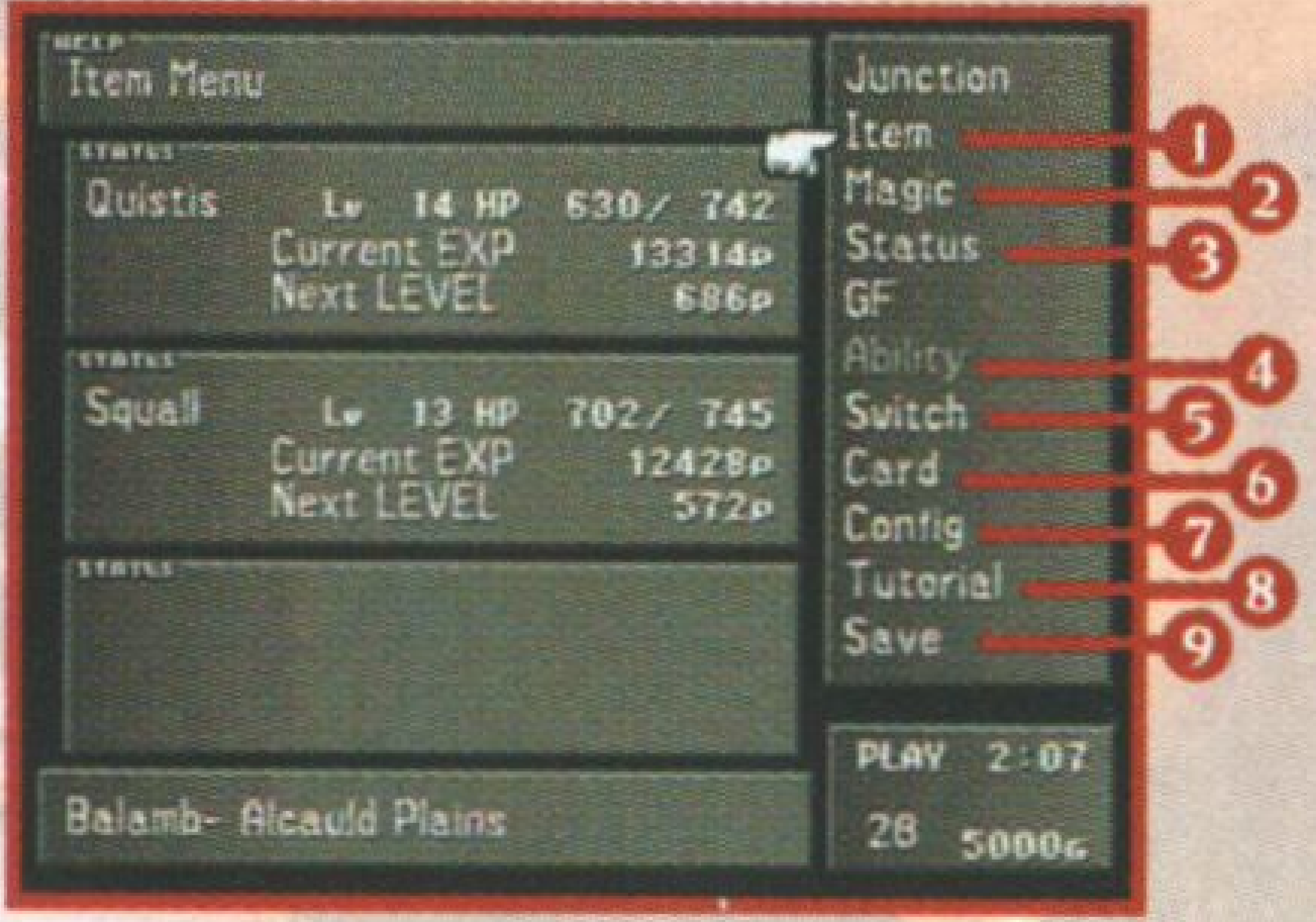
Characters may sometimes receive items such as rods or screws after winning a battle. Not useful by themselves, these items or parts can be taken to a Junk Shop where together with the proper specifications, they can be used to modify and upgrade a character's weapon for a fee (the stronger the upgrade, the more expensive the cost will be). The specifications for making modifications can be found in magazines located throughout the world. As modifications become more powerful, the parts needed for the modification will become harder to find. Modified weapons increase in Attack Power and Hit Rate.

## RECEIVING SALARY

After Squall becomes a SeeD member, the player's party will be entitled to a salary based upon his SeeD rank. The disbursement of this salary will be credited to the party automatically at regular intervals.

# MENU SCREEN

Press the ○ button to display the Menu Screen. On this screen, the player can check the level of each character, their current HP and maximum HP, and the location. The right side of the screen displays various menu headings, the length of playtime, and the amount of money in possession. When Squall becomes a member of SeeD, his SeeD rank will also be displayed here. Use the directional button to select a menu heading and open it by pressing the ✕ button. To exit the Menu Screen, press the △ button.




## LEARN TO USE THE MENU HEADINGS

There are a total of eleven menu headings in the Menu Screen. With the exception of <Junction> and <GF>, nine of the menu headings will be explained below.

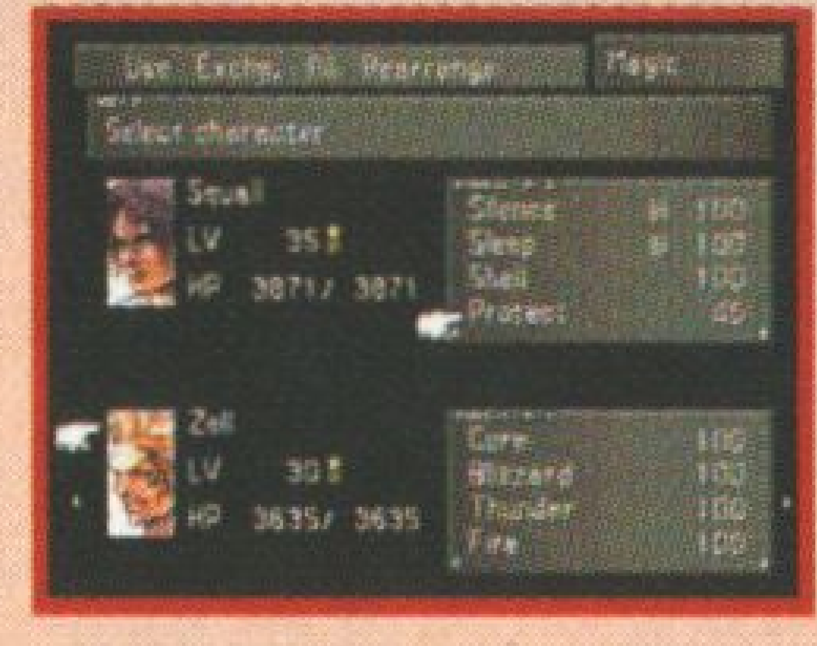
| | |
|---|---|
| Junction | Refer to page 24 |
| Guardian Force (GF) | Refer to page 26 |

**1. Item - Using Items**

The Item menu heading provides access to the Item Screen that lets the player use recovery items on injured characters or organize items in inventory. When the Item Screen is displayed, the player can select <Use>, <Rearrange>, <Sort>, or <Battle> using the directional button and execute the command by pressing the ✕ button. Since <Item> is also a Command Ability (see page 28), it needs to be Junctioned so that it can be used during battle. Descriptions of the commands in the Item Screen are as follows.

| | |
|---|---|
| **Use** | Select the item to be used with the directional button, and press the ✕ button to execute the command. |
| **Rearrange** | Rearrange the order of items manually. |
| **Sort** | Organize the order of items automatically. |
| **Battle** | Designate how the order of items appears when the <Item> command is selected during battle. |

**2. Magic - Using Magic**



The Magic menu heading provides access to the Magic Screen, in which the player can use recovery magic such as Cure and Esuna on injured characters. Other commands in this menu allow the player to rearrange the order of magic in the Battle Window or to exchange magic between characters. Characters who have not Junctioned the <Magic> Command Ability (see page 28) will not be able to use magic during battle.

| | |
|---|---|
| **Use** | Select the magic to be used with the directional button and execute the command by pressing the ⊗ button. |
| **Exchg.** | Exchange magic between characters. |
| **All** | Take all magic from another character. |
| **Rearrange** | Designate how the order of magic appears when the <Magic> command is selected during battle. |

## JUNCTION SCREEN ICONS

A key to various icons which appear in the Junction Menus.

- **Status Attack**
- **Status Defense**
- **Elemental Attack**
- **Elemental Defense**
- **Junction ability**
- **Command ability**
- **Character ability**
- **GF ability**
- **Party ability**
- **Menu ability**

### ELEMENTAL ATTACK/DEFENSE

- **Fire**
- **Ice**
- **Thunder**
- **Earth**
- **Poison**
- **Wind**
- **Water**
- **Holy**

### STATUS ATTACK/DEFENSE

- **KO** - Character has zero HP.
- **Poison** - HP decreases with each action.
- **Petrify** - Turns target into stone, disabling the target's commands.
- **Darkness** - Target becomes blind, decreasing their Hit Rate.
- **Silence** - Magic, GF, and Draw commands become disabled.
- **Berserk** - Target's strength increases but commands become disabled.
- **Zombie** - Applying recovery magic and items will cause damage.
- **Sleep** - Puts target to sleep
- **Slow** - Slows down target.
- **Stop** - Stops target and disables commands.
- **Confuse** - Disables target's commands, they perform unintended commands.
- **Drain** - Drains and absorbs HP from target that was attacked.
- **Curse** - Disables Limit Breaks. (NOTE: Not in Status Attack Screen)

# MENU SCREEN

**3. Status - Understanding Character Abilities**

The Status menu heading allows the player to check the various attributes of the characters in the party. Select the Status heading and then a character to open up the Status Screen for that character. Once the Status Screen is open, three other Status Windows can be opened by pressing the ⊗ button. Press the L1 or R1 button to switch between different characters to view their Status Screens.

Basic Character Attributes

| | |
|---|---|
| 1. HELP | Additional information about the selected heading |
| 2. Name | Character Name |
| 3. LV (Level) | Character Level |
| 4. HP (Hit Point) | Current HP / Maximum HP |
| 5. Current EXP (Experience Point) | Acquired Experience Points |
| 6. Next Level | Experience Points necessary to Level UP |
| 7. Strength | Strength of Physical Attacks |
| 8. Vitality | Endurance against Physical Attacks |
| 9. Magic | Strength of Magic Attacks |
| 10. Spirit | Endurance against Magic Attacks |
| 11. Speed | The speed at which the Active Time Battle gauge fills up |
| 12. Luck | Effect on Evasion Rate, Hit Rate and chance for first strike |
| 13. Evasion | The probability of avoiding Physical Attacks |
| 14. Hit | Accuracy of Physical Attacks |
| 15. COMMAND | Command Junctioned for battle (refer to page 28) |
| 16. Weapon | Currently equipped weapon |
| 17. ABILITY | Ability that has been Junctioned (refer to page 28) |

**Status Screen 2**

Resistance to and the augmentation of Elemental Attacks and Status Abnormalities. (See page 15 for key to icons.)

1. ELEMENTAL DEFENSE

Resistance to Elemental Attacks such as fire and lightning. By Junctioning (see page 33) magic to "Elemental Defense", the defense values can be augmented.

2. STATUS DEFENSE

Resistance to attacks which cause Status Abnormalities. Like "Elemental Defense", values can be augmented by Junctioning magic to "Status Defense".

3. ELEMENTAL ATTACK

Enhance physical attacks with elemental attributes. Values can be augmented by Junctioning magic to "Elemental Attack". This status window only appears when magic has been Junctioned to "Elemental Attack".

4. STATUS ATTACK

Enhance physical attacks with attributes that cause Status Abnormalities. Values can be augmented by Junctioning magic to "Status Attack". This status window only appears when magic has been Junctioned to "Status Attack".

**Status Screen 3**

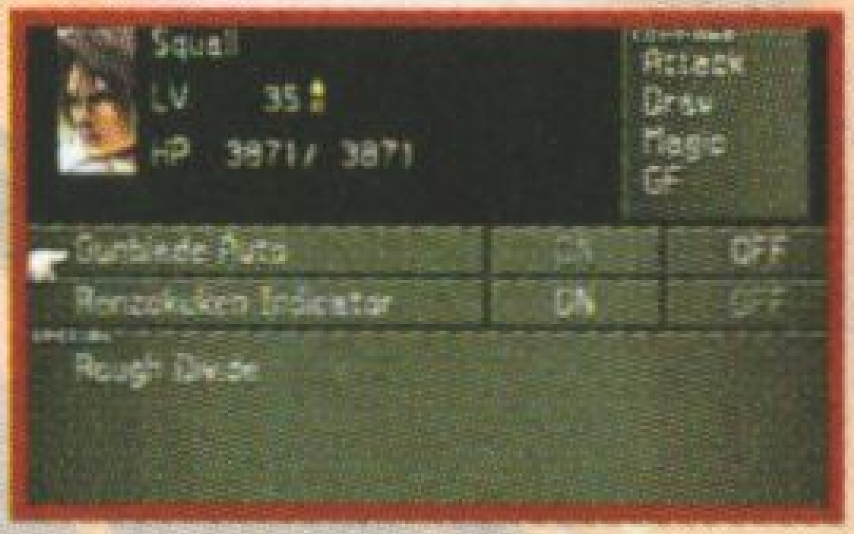
Guardian Forces of the party.

1. GF

This window displays the GFs who have joined the party, and the degree of compatibility between the character and the Guardian Forces. When a symbol is displayed to the left of the name of the GF, it means that the character has Junctioned that Guardian Force. The degree of compatibility between the two parties is represented by the red bar and number displayed to the right. Please refer to page 32 regarding the changes in the degree of compatibility and the details of the effects.

# MENU SCREEN

**Status Screen 4**
List of Limit Breaks and the setting of automatic functions.




1. SPECIAL
There are characters such as Squall and Zell who require button entries when invoking a "Limit Break", a special technique that delivers a tremendous amount of damage to the enemy (see page 21). If the player would like to have the button entries automatically done, set the cursor to auto mode <ON> using the directional button.

**4. Ability - Use Abilities on the Menu Screen**

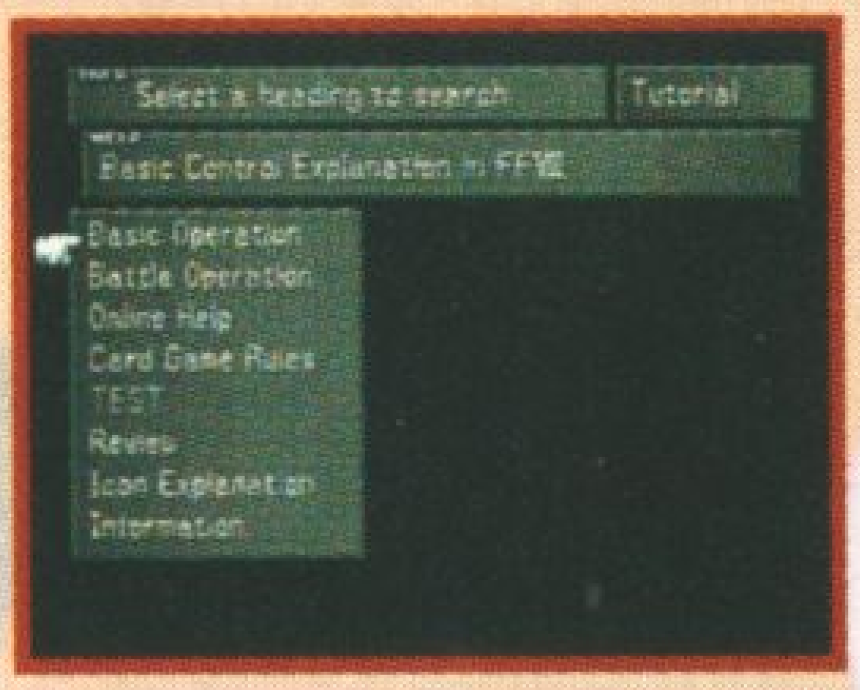
The Ability menu heading provides access to the Ability Screen where the player can use Menu Abilities learned by the Guardian Forces (see page 29). Once in the Ability Screen, select the ability to be used with the directional button and press the ⊗ button to execute. The Ability Command can be selected only after the GF acquires a Menu Ability. In the beginning, since no abilities have been learned, the command is displayed in a gray font, showing that it cannot be used at that time.

**5. Switch - Switch Party Members**
The Switch menu heading allows the player to change party members at Save Points and on the World Map. It is up to the player to determine the characters that will be included or excluded from the active party. In the Switch menu, the Junction Exchange heading allows the player to transfer powers (Junctioned GF, magic, and abilities) from one character to another. Refer to the Menu screen under <Tutorial> for more information regarding this feature.

**6. Card - Confirm Acquired Cards**
The player will be able to check the mini-game cards the party currently possesses. There are ten levels of cards, corresponding to the ten pages in this display. To view cards on different pages, press the directional button left or right.

**7. Configuration - Change Game Settings**
The player will be able to change game settings. Press the directional button up and down to select headings, and change settings by pressing the directional button left and right. Press the ⊗ button only when selecting <Customize> under the Controller setting.

| | |
|---|---|
| **Sound** | Switch between <Stereo> and <Mono>. |
| **Controller** | Switch between initial setting <Normal> and <Customize> which will allow the player to change the Controller configuration. |
| **Cursor** | Switch between <Initial> and <Memory> which will display the cursor at the previously entered command. |
| **ATB** | Switch between <Active> time where time continues to flow or <Wait> where time stops while making command selection during battle. |
| **Scan** | Switch between <Once> and <Always>. Selecting <Always> will display the Scan Screen for those enemies that have been Scanned previously. |
| **Camera Movement** | Adjust between <0%> and <100%>. The higher the number, the more the camera moves. |
| **Battle speed** | Adjust battle speed. |
| **Battle message** | Adjust the speed of the message display during battle. |
| **Field message** | Adjust the speed of the message display on the field. |
| **ANALOG input** | Adjust the reaction rate of the Analog Joystick. <Fast> will make it more sensitive. |
| **Vibration function** | Switch the Vibration function ON/OFF. |




**8. Tutorial - Explanation of Various Functions Within the Game**
In addition to this instruction manual and the study panel in Balamb Garden, this menu heading will provide help whenever needed during the game.

**9. Save - Save Game Data**
It is possible to save game data on a MEMORY CARD or PocketStation™ personal game unit. This command can be selected when standing adjacent to a Save Point, or on the World Map.

# BATTLE SCREEN

The Battle Screen contains information that is crucial for survival. It is necessary to understand the information being presented and its significance in order to think strategically during battle. The section on the right details the information shown on the Battle Screen.

**1. Message Window**
Messages will be displayed here during battle.

**2. Character Graphics**
A ▼ symbol will appear above the head of the character whose turn is active.

**3. Command Window**
Lists the commands that may be used during battle. Initially, only Physical Attacks using the <Attack> command can take place, but by adding Command Abilities through Junctioning, the player will be able to use various commands such as <Magic>, <Draw>, and <Items> (Refer to page 28 for details).

**4. Character Name / HP / ATB Gauge**
This area displays the Character Name, current HP value and Active Time Battle gauge. When the ATB Gauge fills up to the right, the player will be able to enter a command. Press the ◎ button to switch to another active character.

## SURVIVING BATTLES

In order to survive battles, the player will need to be knowledgeable of combat situations.
The following section explains how to deal the maximum amount of damage, how to retreat, and Status Abnormalities.

**Damage the Enemy to the Maximum with Critical Hits**
The main character, Squall, is equipped with a gunblade. Press the R1 button just as the gunblade strikes an enemy to deal more damage to the target.

**Retreat by Running Away**
Escape battle by holding down the L2 and R2 buttons simultaneously. But the player should beware that there are some enemies from which escape is not possible.

### Limit Breaks - Appear in Times of Need

When a character is in a critical situation, a ▶ may appear next to the <Attack> command of a character, signifying the availability of a Limit Break. Limit Breaks are powerful techniques unique to each character. When the player holds down the directional button to the right and then presses the ⊗ button while ▶ is showing, the Limit Break will be activated.

**Squall** [Renzokuken] — Press the R1 button in sync with the mark that appears on the gauge. If the timing is correct, damage will double. A finishing move may also be activated at random.

**Seifer** [Fire Cross] — Selecting <Fire Cross> will automatically activate "No Mercy", an attack that strikes all enemies in range.

**Zell** [Duel] — Once this Limit Break is triggered, continue pressing the button entries listed on the screen until the time limit displayed reaches 0. Each successful entry will unleash a damaging combo attack.

**Quistis** [Blue Magic] — A list of acquired Blue Magic will be displayed when this Limit Break is activated. Select the technique to be used and press the ⊗ button to trigger its effects.

**Selphie** [Slot] — Once this Limit Break is triggered, it will randomly determine what type of magic will be activated, and how many times. After the random selection is complete, the player can select <Cast> to activate the selected magic or <Do over> to go through the random selection process again.

**Irvine** [Shot] — When this Limit Break is triggered, an option to select the types of ammunition will appear. After the selection is complete, the ATB Gauge will begin to run backwards. At this point, the player will be able to shoot bullets by pressing the R1 button until the gauge decreases to 0.

**Rinoa** [Combine] — Rinoa's Limit Breaks involve attacks with her dog, Angelo. After selecting <Combine>, depending on the situation and learned techniques, one attack will automatically be activated.

# BATTLE SCREEN

## MAIN STATUS ABNORMALITIES AND THEIR CURES

It is possible to receive Status Abnormalities from enemy attacks.
Some examples of these effects and their respective cures are listed below.

**[Status Abnormalities which remain after battle]**

**Poison** HP decreases with activity. Cure with Antidote (item).

**Petrify** Character cannot participate in battle. Recover with Soft (item).

**Darkness** Physical Attack Hit Rate decreases. Recover with Eye Drops (item).

**Silence** Character cannot use the <Magic>, <GF>, or <Draw> commands. Recover with Echo Screen (item).

• The above abnormalities (Poison, Petrify, Darkness, and Silence) may also be cured with Remedy (item) or Esuna (magic).

**Zombie** Recovery items and magic effects deal damage. Recover by using Holy Water (Item) or Dispel (magic).

**KO** Once the HP of a party member reaches 0, that party member can no longer participate in the battle.Recover with Phoenix Down (item) or Recovery magic.

**[Status Abnormalities during battle]**

| | |
|---|---|
| **Sleep** | ATB Gauge stops when the character falls asleep. Recover when hit by Physical Attacks or with the passage of time. |
| **Curse** | Limit Breaks cannot be activated. Recover with the passage of time or with Holy Water (item). |
| **Berserk** | Character will attack enemies automatically. The player will have no control over the character. |
| **Confuse** | Commands will be randomly selected. The player will have no control over the character. |

•The above abnormalities (Sleep, Curse, Berserk, and Confuse) may also be cured with Remedy (item) or Esuna (magic).

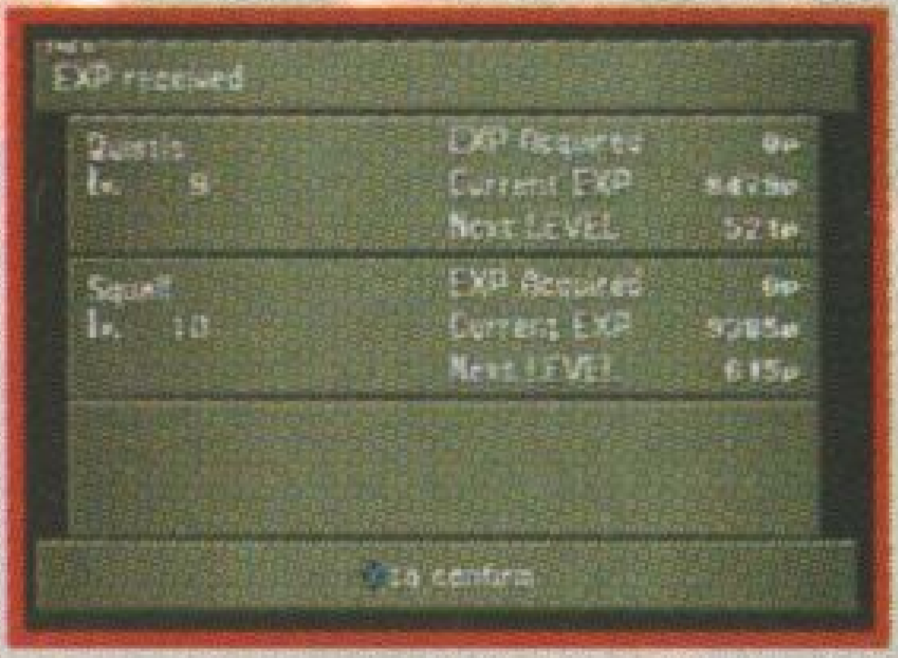
| | |
|---|---|
| **Slow** | The ATB Gauge decreases its speed. Recover with the passage of time, Esuna (Magic), or Haste (Magic). |

## BATTLE COMPLETION

A battle may end in one of two ways. Both are discussed below.

**Annihilation of the Enemy**

When the player defeats all the enemies in the battle, the party acquires Experience Points and Ability Points (even when the party runs away, if damage has been dealt to the enemy, some Experience Points will be awarded). When a certain amount of Experience Points are obtained, the character will Level UP. At other times, the party may find valuable items dropped by defeated enemies. Leveling UP also applies to GFs that have been Junctioned to fighting characters (see page 30).



**Game Over When the Entire Party is Unable to Continue**

If the HP of the entire party reaches 0, if they all become petrified, or if the time limit is exceeded on timed events, the game will be over.

# JUNCTION SYSTEM

## BASIC KNOWLEDGE OF THE JUNCTION SYSTEM

The newly introduced Junction System enables the player to change a character's qualities and direction of growth. Grasping an understanding of the terms related to the Junction System listed on the right will enable the player to understand the flow of the Junction System illustrated below.

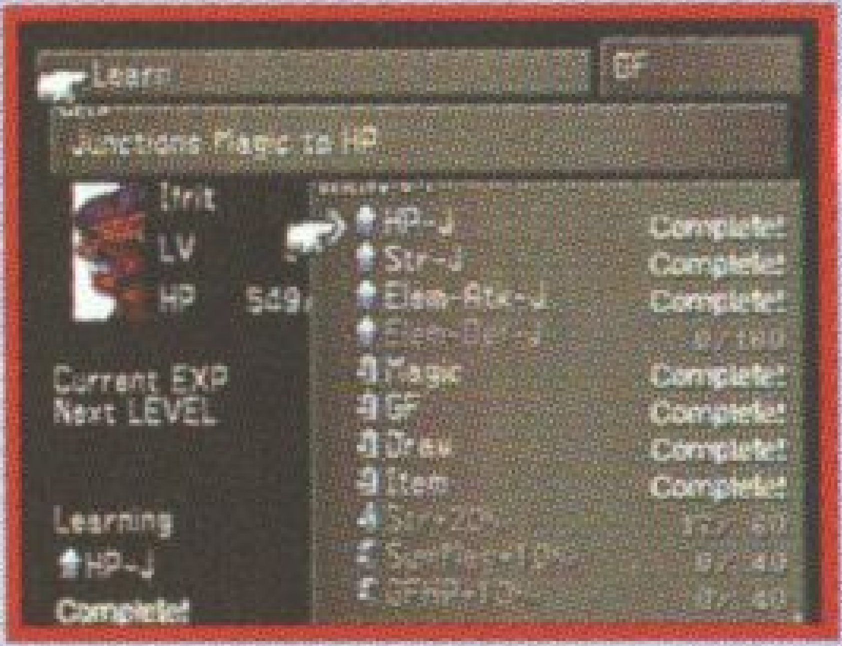
### FLOW OF THE JUNCTION SYSTEM

1. **Obtain a Guardian Force (GF)** (see page 26)
Obtaining a GF will allow the player to use the Junction System.

2. **Select an Ability to be Learned by the GF** (see page 28)
Use the <GF> command on the Menu Screen to choose an ability to be learned by the GF

3. **Junction the GF** (see page 30)
Junction the GF by selecting <Junction> on the Menu Screen.

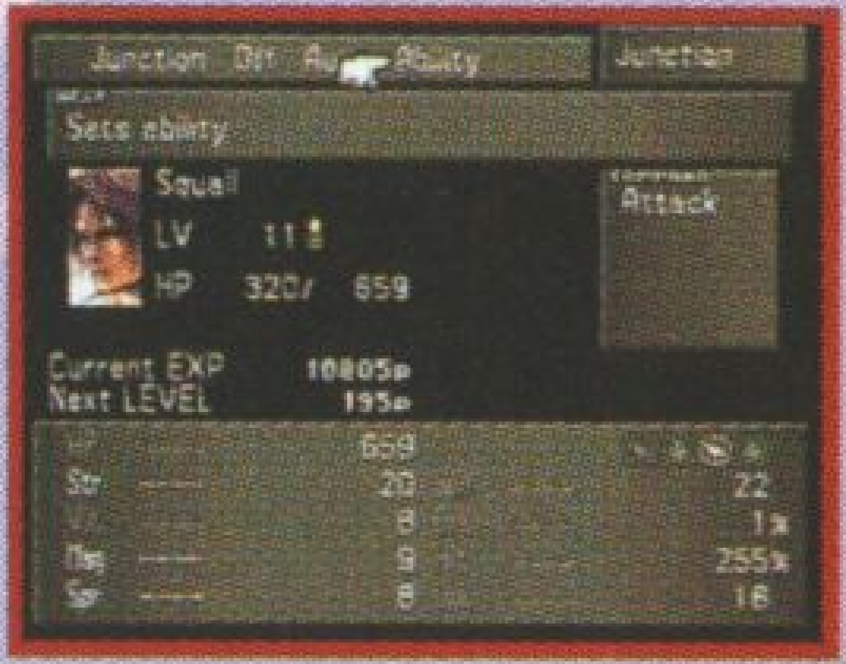
4. **Junction Ability** (see page 31)
Junction the ability that a GF possesses to a character.




**Draw Magic from the Enemy**
Once a GF has been successfully Junctioned to a character, the <Draw> command may be Junctioned. After Junctioning the <Draw> command, draw magic from enemies during battle (see page 31).

5. **Junction Magic** (see page 33)
Junction magic that has been drawn from enemies to the character's stats (e.g. HP, Str, EL-A/D, etc.).

## GLOSSARY OF TERMS



**Junction**

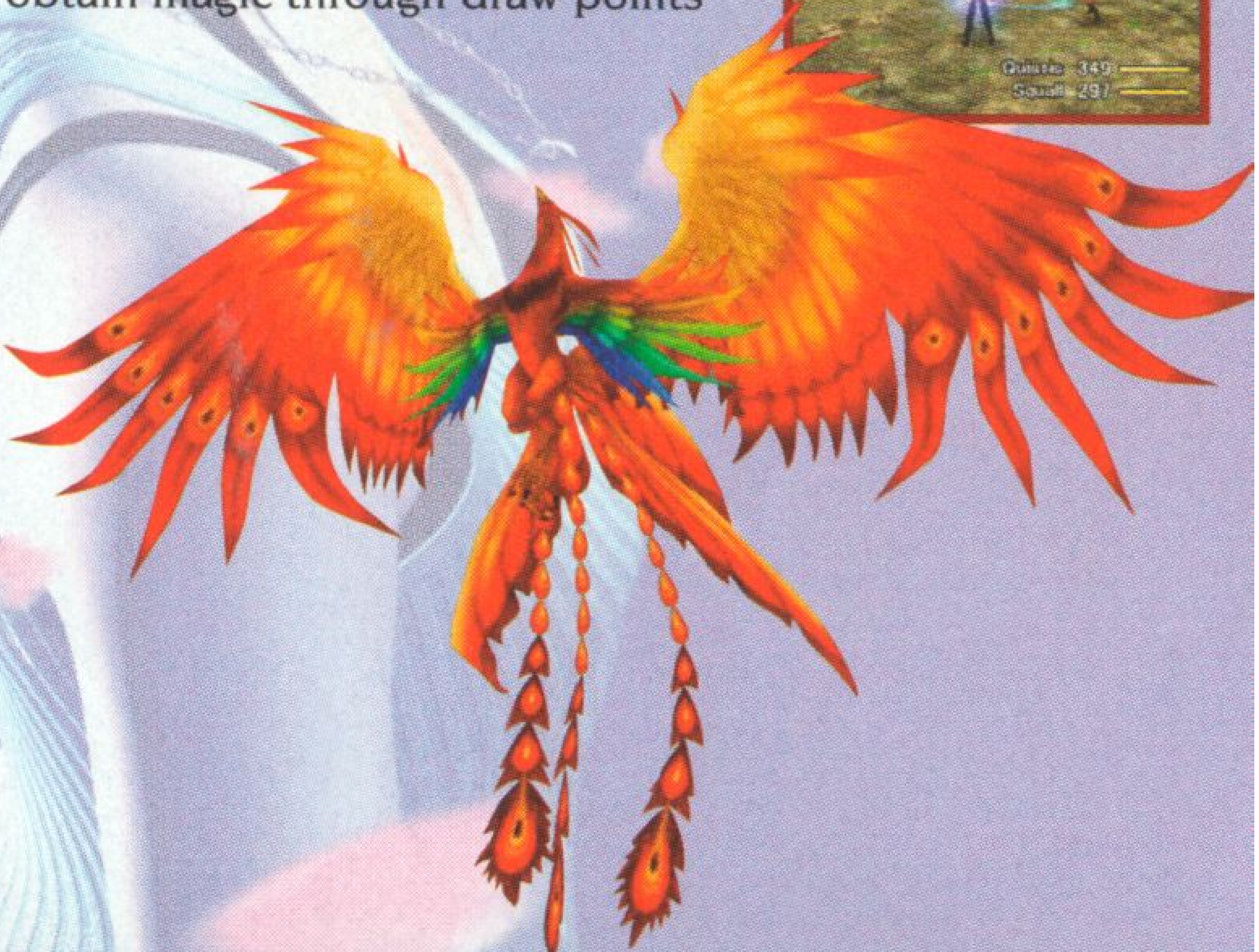
In this game, Junction refers to equipping characters with things other than physical objects such as weapons and armors. Basically, this involves Guardian Forces (see below). It also allows the player to equip (or Junction) characters with magic.

**GF**

GF is the abbreviation for Guardian Force. Guardian Forces can be summoned during battle. In FINAL FANTASY VIII, Junctioning a GF with a character allows the GF to Level UP in the same way the characters do. As a GF grows stronger, it will grant Special Abilities to the character with whom it is Junctioned.

**Draw**

Characters are able to draw certain elements from enemies and possess those drawn elements as magic. In FINAL FANTASY VIII, since magic cannot be bought in shops, a commonly used method to obtain magic is to draw it directly from enemies. It is also possible to obtain magic through draw points and by refining magic from items.



# JUNCTION SYSTEM

## GUARDIAN FORCES

In order to utilize the Junction System, it is necessary to obtain a GF. This is possible by defeating a GF itself or by drawing one out of a boss monster. There may be other times when the player will be able to obtain a GF in unexpected locations.

### GUARDIAN FORCES OBTAINED IN THE BEGINNING OF THE GAME

The first Guardian Forces can be obtained at the beginning of the game in Balamb Garden by reviewing the study panel. By accessing the <Tutorial> command on the study panel, the player will be able to obtain two Guardian Forces, Quezacotl and Shiva.

### GUARDIAN FORCES

Guardian Forces have tremendous power that can provide a party with extraordinary strength. A few of the Guardian Forces are introduced below.

**Quezacotl**
Spirit which governs lightning

Appears amongst lightning clouds and showers the enemy with "Thunder Storm".

**Shiva**
Spirit which manipulates ice

Freezes surrounding objects with "Diamond Dust" and damages all enemies with extreme cold.

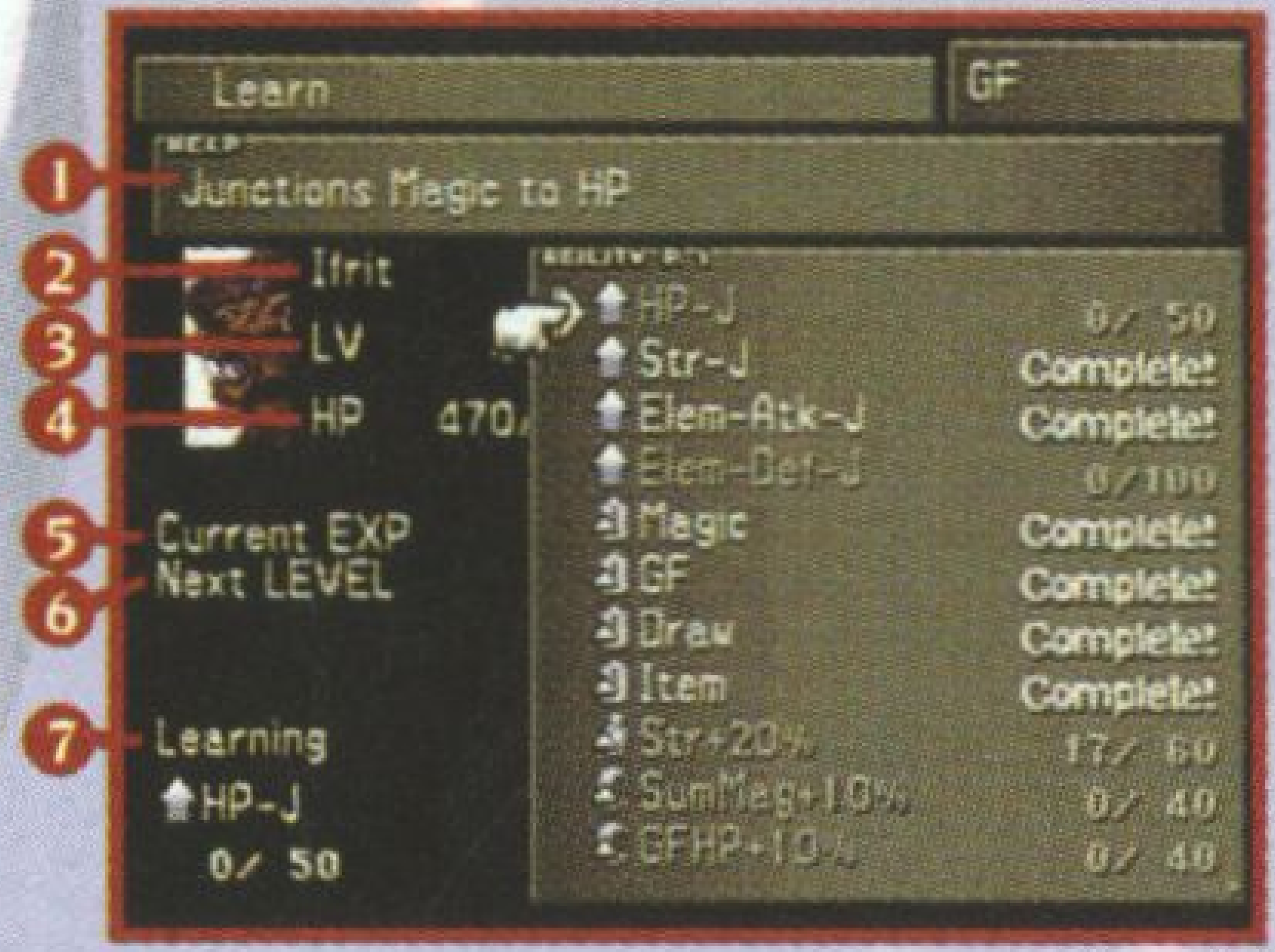
**Ifrit**
Demon spirit that commands fire

Summons and then unleashes "Hell Fire", a massive ball of flame that burns all enemies.

## SELECTING THE GUARDIAN FORCE'S LEARNED ABILITIES

**Select the direction of growth for the GF**

To select an ability to be learned by a GF, press the ◎ button to display the Menu Screen and select the <GF> menu heading on the screen. Guardian Forces that are available to learn abilities will be displayed. Select the desired GF with the ⊗ button and the Abilities Screen shown on the right will appear. Using the <Learn> menu heading on this screen, the player will be able to check the status of the GF and select the ability for the GF to learn. This ability will be gained once enough Ability Points (AP) have been accumulated through battles.




| | |
|---|---|
| **GF Status Screen** | Displays the basic ability values of the GF |
| **1. Notice Window** | Display the <Learn> command which opens the Abilities Screen |
| **2. Name** | Display the name of the GF |
| **3. LV** | Display the level of the GF |
| **4. HP** | Display current HP / Maximum HP |
| **5. Current EXP** | Display Experience Points acquired |
| **6. Next Level** | Display Experience Points necessary to Level UP |
| **7. Learning** | Display the name of the ability being learned. Current AP / Necessary AP to gain the ability |
| **8. Compatibility** | Represent the compatibility between the characters and the GFs (See page 32 for details) |

# JUNCTION SYSTEM

**Using Learned Commands** - The only abilities that can be used are the ones the GF has learned.

**Learn - Select the ability to be learned by the GF**
When the player presses the ⊗ button on the GF Status Screen, the abilities that may be learned will be displayed in a window to the right of the screen. Select the ability to be learned using the directional button and press the ⊗ button to execute the command. If the ability has already been learned, the word "Complete!" will be displayed.

### FLOW OF LEARNING NEW ABILITIES

1. **Select Ability** - Select the ability to be learned by the GF using the directional button, and press the ⊗ button to execute the command.
2. **Battle** - Battle while the GF is Junctioned (see page 30) and collect AP.
3. **Acquire Ability** - Once enough AP has been collected, the GF will learn the ability. Repeat steps 1 through 3 to learn more abilities.

## SIX TYPES OF ABILITIES WITH VARIOUS CHARACTERISTICS

### JUNCTION ABILITIES

These abilities allow the player to Junction magic to character stats, letting players customize a character's characteristics (see page 33 for details).

Example:

**HP-J** Junction magic to HP.
**Str-J** Junction magic to Strength.

### COMMAND ABILITIES

These abilities allow the player to add or customize commands on a character's Battle Window.

Example:

**Magic** Make the <Magic> command available, allowing characters to cast magic on or off the battlefield.
**GF** Make the <GF> command available, allowing characters to summon Guardian Forces during battle.

### CHARACTER ABILITIES

These abilities add special skills and improve the values of an individual character's stats by setting them in the Ability Window located below the Command Window while Junctioning. Normally, a character has only two slots available for this type of abilities. However, the player will be able to Junction more after certain abilities are learned by the GF.

Example:

| | |
|---|---|
| **Str+20%** | Character's Strength will increase by 20%. |
| **Mug** | Change the <Attack> command to <Mug>. |
| **Cover** | Receive attacks in place of another party member. |

### PARTY ABILITIES

These abilities provide special effects that benefit the entire party. Only one character needs to have a Party Ability set in order for it to take effect.

Example:

| | |
|---|---|
| **Alert** | Prevent back attacks and first strikes by enemies. |
| **Move-Find** | Find hidden Save Points and Draw Points. |

### GF ABILITIES

These abilities increase the power of the Guardian Forces. Unlike other abilities, these abilities do not need to be Junctioned to take effect.

Example:

| | |
|---|---|
| **SumMag+20%** | Increase effect of attacks from Summon Magic by 20%. |
| **GFHP+20%** | Increase GF HP by 20%. |

### MENU ABILITY

These abilities will be added to the <Ability> menu heading on the Menu Screen. They do not need to be Junctioned to characters and can be used at any time.

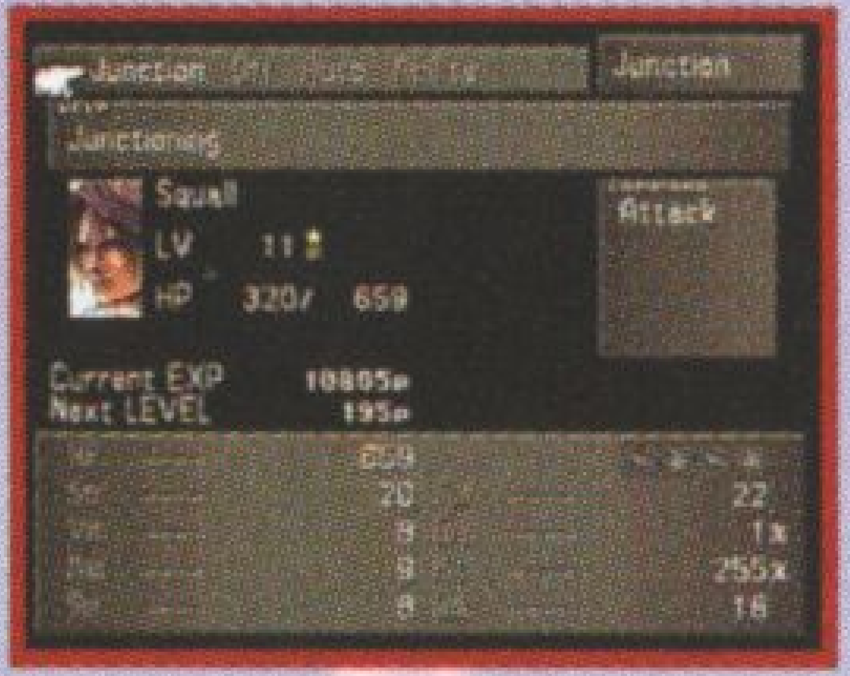
Example:

| | |
|---|---|
| **Haggle** | Purchase items in shops at a discounted price. |
| **F Mag-RF** | By refining certain items, a character will be able to create "Fire" magic. |

# JUNCTION SYSTEM

## JUNCTION GF

Junctioning the GF is crucial to the character's power



After selecting the ability to be learned by the GF, it is ready to be Junctioned. Select <Junction> on the Menu Screen and press the ⊗ button. Select the character who will Junction the GF using the directional button and press the ⊗ button. After that, select the headings <Junction> and <GF> respectively. A window will now appear displaying the GFs. The names of GFs that are ready to be Junctioned will appear in white font while already Junctioned GFs will be displayed in gray. Learned Abilities of each GF may be viewed by selecting a GF and pressing the ▣ button. Select the GF that is to be Junctioned with the directional button and press the ⊗ button. After completing the selection, press the △ button to exit this menu.

## GF Growth Rate

Like the characters, the Guardian Forces grow and mature. While Junctioned to a character, the GFs will also receive Experience Points after every battle. On occasions where several GFs are Junctioned, the Experience Points are divided evenly between the Junctioned Guardian Forces. With 300 Experience Points, if only one GF is Junctioned, it will receive 300 points, but if two GFs are Junctioned, each will receive an equal distribution of 150 points. When a certain level of Experience Points have been attained, the GF will Level UP, and its HP and Attack Power will increase.

## JUNCTION MAGIC

Characters with a Junctioned Guardian Force can also have magic Junctioned to their stats. To Junction magic manually, enter the Junction Screen and select <Junction>. When the <Magic> command becomes available, select it to enter the Magic Junction Screen. To Junction magic automatically, choose <Auto> in the Junction Screen instead of <Junction>. A new screen will appear, giving the player three new options; <Atk>, <Mag> and <Def>. These options refer to a style of play the player would like their character to be suited for. When the selection is made, magic will be Junctioned according to the style chosen (see page 33).

* <Magic> and <Auto> commands will not be available if the character does not possess any magic.

**JUNCTION ABILITIES**

Determine Abilities to be used during battle

Select <Abilities> on the Junction Menu for the Battle Window (the screen will be automatically switched to this screen after exiting the GF/Magic Junctioning Menu if the character does not possess any magic). Here, in addition to deciding what commands will be available during battles by Junctioning Command Abilities, the player can customize characters by Junctioning Character Abilities and Party Abilities. To do so, select the slot where an ability will be Junctioned using the directional button and press the ⊗ button. Then, use the directional button to select the ability that will be Junctioned and press the ⊗ button again. Press the △ button to exit this menu.

**One Point of Advice**

Command Abilities that are used in the beginning of the game

The four Command Abilities that become available immediately after obtaining a GF are the most basic and important commands to know and understand.

1. **Draw** - How to obtain magic

One of the most frequently used commands is <Draw>, which enables the player to draw out the element of enemies in the form of magic. Since it is the most common way characters will be able to obtain magic, players should Junction this command to characters right away. If a player wants to cast magic immediately after it is drawn out of an enemy during battle, select <Cast> using the directional button and press the ⊗ button. If not, the player can select <Stock> using the same method to store the magic for use at another time.

2. **Magic** - It is possible to use magic during battle

Once spells have been drawn out and stocked with the <Draw> command, using them will require the <Magic> command. Selective use of magic is an important strategic element in the game. Fire magic should be used against enemies who are weak against fire, while stocking up on Cure magic can prevent the destruction of the party when fighting against enemies who do not have Cure available to be drawn. In the beginning, it will be useful to have members who can use both <Draw> and <Magic> commands.

# JUNCTION SYSTEM

**3. GF** - Like the characters, GFs receive damage if they get attacked while they are being summoned

When the <GF> command is executed, the GF will take the place of the character who summoned it and shield that character with its life force. The ATB Gauge will turn blue and begin decreasing. When the gauge reaches its end, the GF will appear and unleash its power. During the summoning process however, the GF is vulnerable to enemy attacks, and will take damage in place of the character who summoned it. If the GFs HP ever reaches 0, summoning that GF will not be possible for the remainder of the battle.

Restoring Guardian Force HP

There are two ways to restore the HP of the GF who has received damage during the summoning process. One method is to stay at an Inn. Another way is to use recovery items specific to the GF. Such items are sold in shops. The symbol "G" designates a GF specific item. It is best to purchase them whenever they are available.

Depending on compatibility, the summoning time for a GF may decrease

A degree of compatibility exists between the GF and the character that has summoned the GF. The higher the compatibility number, the quicker the summoning process takes place. In order to increase the compatibility between a character and a GF, the character should summon that GF often and use magic with the same or similar properties as the GF. There is a possibility, though, that the compatibility of the GFs which have not been summoned will somewhat decrease. The best way to avoid getting a GF jealous or to increase the compatibility between a GF and character is to Junction only one GF to a character and use it exclusively.

**4. Item** - It is possible to use items during battle

It is possible to use items stored in inventory during battle. If the player would like to use recovery items or attack items during battles, the <Item> Command Ability needs to be Junctioned in advance.

### JUNCTION MAGIC

Increase a Character's stats with magic that has been drawn out. In order to Junction magic, two conditions must be fulfilled.

1. A GF that has learned the appropriate Junction Ability is Junctioned.
2. The character possesses magic.

With these two conditions, it is possible to Junction magic to a character's stat and increase its value. After selecting the <Junction> command on the Menu Screen, select the <Junction> and <Magic> headings respectively. When the Junction Ability Window is displayed, it is necessary to decide which magic will be Junctioned with a stat that is available for Junctioning (displayed in white font). Switching between the Junction Ability Window can be accomplished by pressing left or right on the directional button.

### One Point of Advice
### Warning when Junctioning magic

"Junctioning Magic" does not mean magic should be attached to stats at random. Benefit from the Junction system by utilizing the hints listed below.

**1. Basics of Magic Junction**
It is not possible to Junction the same magic to different stats.

This is a basic rule when considering Junctions between magic and each stat. This simply means that it is not possible to Junction the same magic to different stats at the same time. It is best to Junction magic to each Junctionable stat and observe how the numerical values change. When the figures increase, the numbers are yellow. If there is no change, the numbers are white. If the values decrease, the numbers are displayed in red. The player can decide which attribute to Junction after observing the change in values. Another option is to use the <Auto> command, which is the third heading in the Junction Menu. When <Auto> is selected, <Atk>, <Mag>, and <Def> are displayed; the player should select the choice which best meets their needs with the directional button and press the ⊗ button to execute the command. Once selected, magic will be automatically Junctioned to the stats which best fits the selection made.

# JUNCTION SYSTEM

**2. Compatibility Between Magic and Junctioned Stat**

Depending on the Junctioned magic, the maximum stat value may fluctuate. Compatibility exists between certain stats and magic that are Junctioned. For instance, "Cure", which recovers HP, should be Junctioned to HP, and "Protect", which increases physical endurance during battle, should be Junctioned to Vitality. The value of these stats will be greater with compatible magic than with unrelated magic.

**3. Junctioned Stat Values are Based on the Amount of Magic in Stock**

The greater the quantity of the magic being Junctioned, the higher the stat value

It is important to remember that along with the compatibility of magic, Junctioned stat values are also based on the amount of magic it is Junctioned to in stock. The more magic in stock, the greater the plus value becomes, and vice versa. If the player uses up the magic that is Junctioned during battle, the stat with which the magic was Junctioned returns to its base value and the plus unit disappears.

When the number of the magic in stock is 99
Basic value + $\alpha$ (large)

The greater the number of magic being Junctioned, the more stats will improve.

When the number of the magic in stock is 1
Basic value + $\alpha$ (small)

# JUNCTION SYSTEM



**Use <Junction> to customize characters**

The newly created Junction System makes its debut in FINAL FANTASY VIII. Its purpose is to enable the player to customize their characters freely. How will the player combine the GF necessary for character development, and how will the player Junction abilities and magic to stats? How will the player distribute the magic that is obtained during battle? Will the player use magic during battle, or will the player stock the magic to increase the character's power? Perhaps the player will distribute them evenly. Success and failure are based on the player's judgment, his or her ability to manipulate the different variables of the Junction System will determine how well the characters accomplish their goals in the game.

# CARD GAME/TRIPLE TRIAD

Triple Triad is a card game similar to dominos that lets party members duel non-player characters (NPC's) with the cards they have in their possession. The winner of the game gets to select a card from the playing hand of their opponent.

There are three ways to obtain game cards. Characters can obtain cards by winning a challenge against a NPC, by defeating monsters, or by using the <Card> Command during battle. The <Card> command is an ability that can be learned only by a GF and must be Junctioned prior to battle.

To challenge a character, the player must first possess more than five cards. When this condition is met (by talking to the man next to the elevator on the second floor of Balamb Garden), press the □ button when facing a character to initiate the challenge.

## BASIC RULES

The basic rules of the game are simple. The character and the opponent will start with a hand of five cards each. Each card represents a point. The character gains or loses points as they capture or lose cards. After the computer randomly selects who goes first, each player places one card at a time on the 3X3 grid until all nine slots on the grid are filled. The winner of the game is the one who possesses the most points at the end of the game. Keep in mind that as the player progresses through FINAL FANTASY VIII, "local rules" may appear which change the way the game is played.

## CARD VALUES

Each card has four numbers. Each number represents the strength of a side on the card, and can have a value between 1 and 10 (a 10 on a card is denoted as an "A"). If the player places a card on the grid next to a card that has a smaller number on the side adjacent to the player's card, the weaker card will be captured by the player and converted to their color. At the same time, the player gains a point, while the opponent loses a point (points are based on the number of cards a player currently controls, counting captured cards and cards not yet in play).

For instance, the opponent places a card that has a 3 on the right side in the top left corner of the grid. To capture this card, the player can place any card that has a number larger than 3 on its left side to the right of the opponent's card.

There are four types of cards a player can collect:

- Monsters
- Bosses
- GFs
- Characters

The most common cards are monster cards, followed by boss cards, GF cards, and character cards. The more powerful a card is, the harder it is to find. Later on in the game, an ability can be learned by the GFs that lets the player convert cards in his or her possession into rare items needed for weapon upgrades and magic refinement.

## LOCAL RULES

Some examples of the local rules that may be encountered later in the game.

**HANDS:**

**Open:** All ten cards will be facing up so the player can see them.

**Random:** Five cards will be selected automatically from the player's collection of cards.

**REWARDS:**

**One:** The winner of the game can choose one card from the opponent's hand and keep it.

**Diff:** The winner of the game can choose a number of cards equal to the difference between the winning score and losing score.

**All:** The winner of the game can keep all cards used by the opponent.

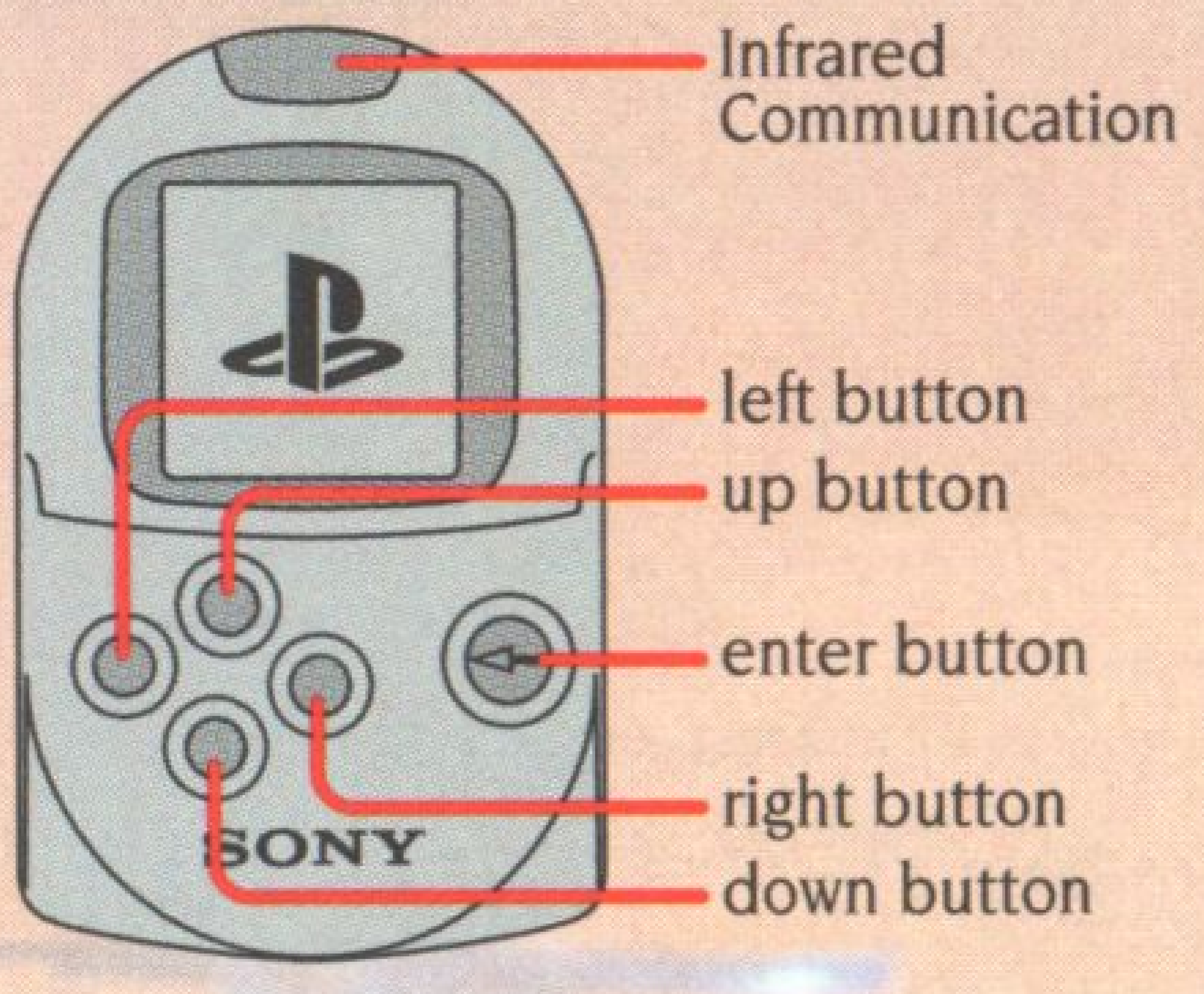
**Direct:** Each player gets to keep the cards they captured at the end of the game.

A detailed description of the Triple Triad rules can be found on the Tutorial Menu in the Menu Screen and on the study panel in Balamb Garden. Press the ○ button to open the Menu Screen and select the <Tutorial> command. Use the directional button to select <Card Game Rules> and press the ⊗ button to read more about Triple Triad.

(*NOTE: **Chocobo World** requires the PocketStation™ personal game unit, which may not be available for purchase outside Japan.)

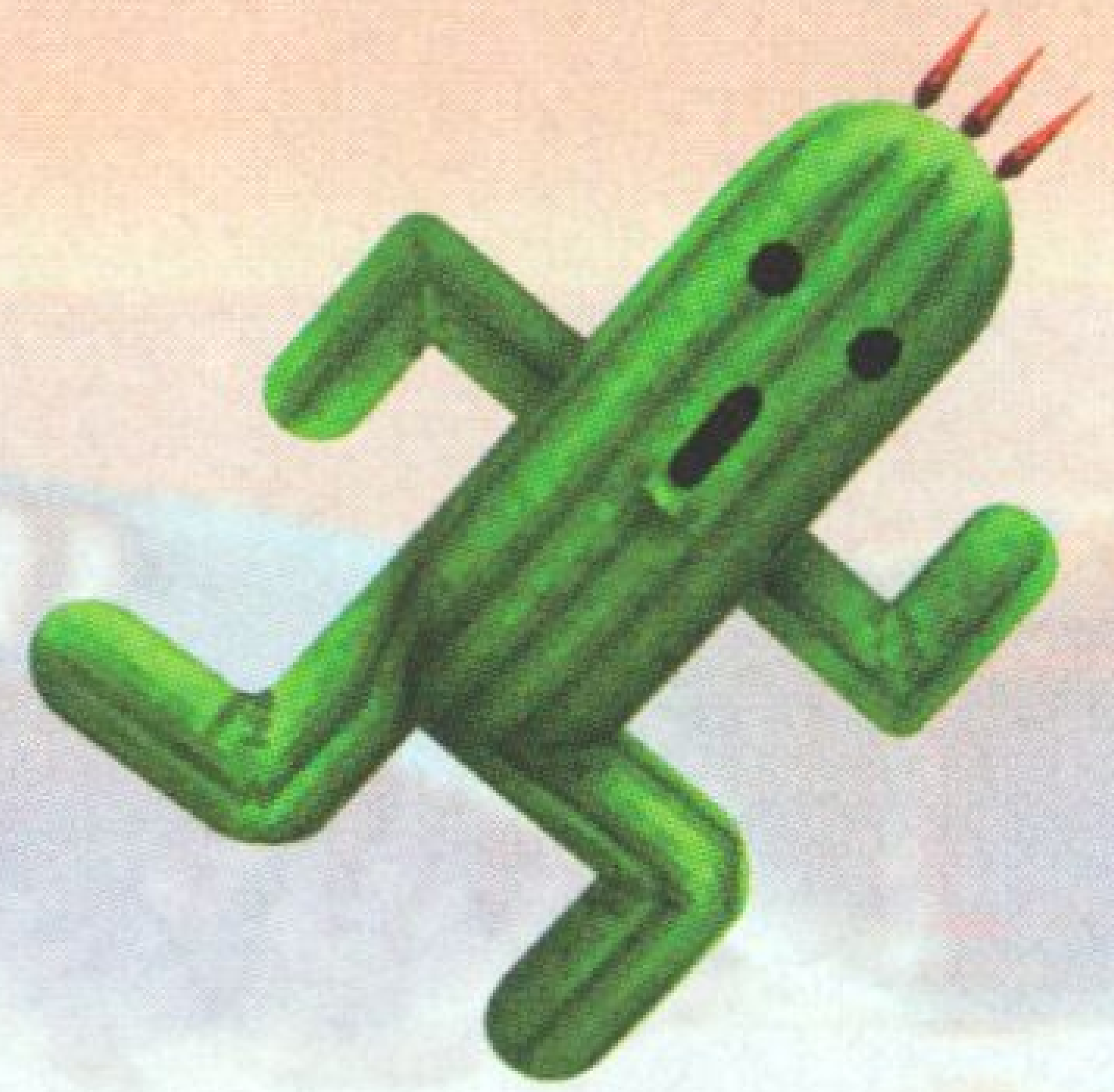
## CHOCOBO WORLD

After obtaining the Chocobo in the actual game, the player will be able to play **Chocobo World**, a mini-game played on the PocketStation* personal game unit. Select <Save> on the Menu Screen while the PocketStation personal game unit is inserted into the MEMORY CARD slot. Afterwards, follow instructions to download the game data. Boco will move to the PocketStation personal game unit with the <World> command and return to the FINAL FANTASY VIII game with the <Home> command.
If the player would like to save in the "Home" mode, it will be necessary to save the game data using the regular save method in FINAL FANTASY VIII.




| | |
|---|---|
| **Boco** | A Chicobo (baby Chocobo) who follows Chocobo |
| **MiniMog** | A lost infant Mog |

**Events Occur when Boco Encounters Friends**
While moving on the Walking Screen, certain events will occur. Starting with Cactuar who hands out items, various characters and friends await Boco's appearance in order to help Boco out along his journey.



## WHAT TO DO

**Boco embarks on an epic journey**
Finding a Chicobo in FINAL FANTASY VIII and saving it to the PocketStation personal game unit will enable the player to enjoy the games listed in the following section. Finding Mog will be the primary objective of **Chocobo World**.

**1. Finding Mog**
Try to find the MiniMog who has become lost within the PocketStation personal game unit.

**2. Raise the Chicobo**
Boco, who appears as a Guardian Force (GF) in FINAL FANTASY VIII, can only be raised in the PocketStation personal game unit. For information on how to raise Boco, refer to the section, "battle & Leveling Up" on page 40.

**3. Collecting Items**
Items found in **Chocobo World** can be brought back into the world of FINAL FANTASY VIII. There may even be rare items that cannot be found in the actual FINAL FANTASY VIII game.

## HOW TO PLAY

**Learn Various Maneuvers**
There are three different screens in **Chocobo World**. Refer to the following information to learn how to play on each screen.
Playing methods and battle arrangements are explained below.

**WALKING SCREEN**
Main Game Screen - Move Boco in any direction

| | |
|---|---|
| up button | Walk Boco further away (North) |
| down button | Walk Boco closer (South) |
| left button | Walk Boco left (West) |
| right button | Walk Boco right (East) |
| enter button | Display Menu Screen |

### MENU SCREEN

Confirm status and movement methods. Can also check settings for the optical communication function.

| | |
|---|---|
| up/down button | Select / Toggle between displayed menu settings |
| left/right button | Scroll through menus |
| enter button | Use the optical communication function, send data to another PocketStation personal game unit. Otherwise, return to Walking Screen. |

### BATTLE SCREEN

The screen changes to the Battle Screen upon encountering an enemy, and battle begins.

| | |
|---|---|
| up button | Not Applicable |
| down button | Not Applicable |
| left/right button | By pressing them alternately, the ATB count will reach 0 sooner. |
| enter button | Not Applicable |

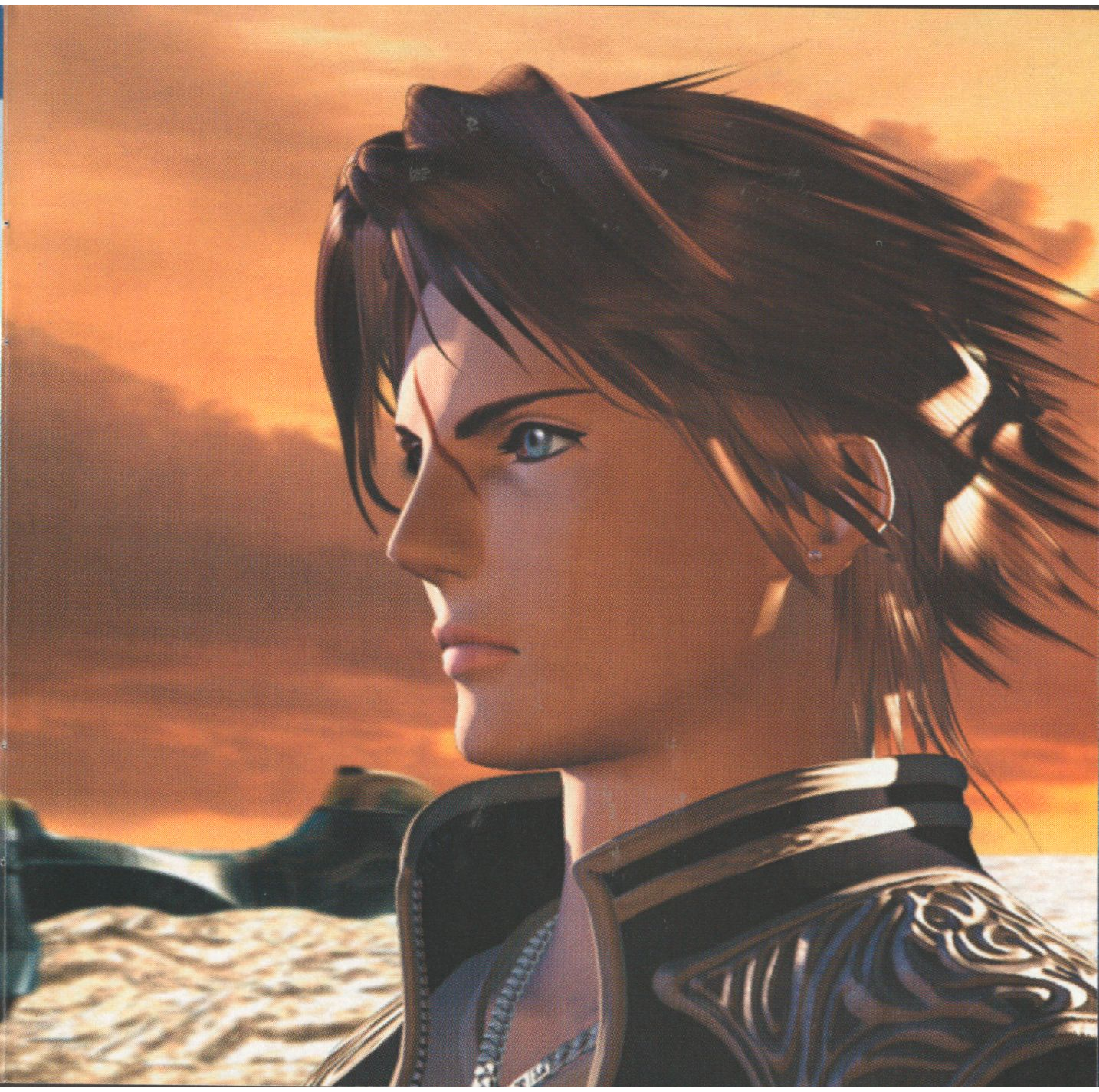
### BATTLE & LEVELING UP

Upon encountering an enemy, the screen will switch to a Battle Screen, and battle will ensue. When the numbers displayed in the bottom middle portion of the screen (the left number is the enemy's, the right number is Boco's) reach 0, attacks will be waged. Upon winning a battle, Boco will receive magic stones. If the stones line up, Boco's level will increase.

### DEFEAT

When defeated, Boco will continue to sleep until its HP is completely restored. It is possible to wake Boco up during sleep, but it is best to wait until it has recovered completely.

- It is possible to fight against a friend's "Boco" using the optical communication function. Select <Optical Communication> from the Menu Screen.
- Hold down the enter button to switch to the CONTINUE/EXIT Menu Screen. It will then be possible to select <EXIT> (game over) or <CONTINUE> (continue game).
- 7 memory blocks will be used exclusively for the PocketStation.



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